

nldebug

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2008

This is just a quick translation from the german version ... sorry

usage scenarios

- threads
- web apps
- components / contexts

inheritance example

```
5 class A:
6     a = 3
7     ident = None
8     def __init__(self, ident):
9         self.ident = ident
10        udpdebug("A-%d: __init__" % self.ident)
11
12    def change(self, var):
13        udpdebug("A-%d: change()" % self.ident)
14        time.sleep(5)
15        self.a = self.a*2 + var
16        udpdebug("A-%d: change: set a to %s" % (self.ident, self.a))
17
18    def output(self):
19        udpdebug("A-%d: output()" % self.ident)
20        return self.a
21
22 class B(A):
23    def __init__(self, ident):
24        A.__init__(self, ident)
25        udpdebug("B-%d: __init__" % self.ident)
26        self.a = 15
27
28    def change(self, var=0):
29        udpdebug("B-%d: change()" % self.ident)
30        self.a = self.a*3 + var
31        udpdebug("B-%d: change: set a to %s" % (self.ident, self.a))
32
-- .....
```

How do the data get in?

- UDP-packets (bindings)
- `ssh -v -v -v $LOGIN 2>&1 | ./sendlines.py` (oder netcat)

Pros

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- View data another time differently
- in detail / more general
- without having to replay debug scenario
- on another computer (headless)
- live
- measuring timings / profiling
- watching crashes

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Non-Cons

- UDP - no performance disadvantage
- can analyse existing applications
- bindings for C, Python, PHP
- data easily to get in and out
- in web applications: independent from HTML output

New Features

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Stack traces! Open affected file and jump to exact line